

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	202	703/7.ccor.	US-PGPUB; USPAT	OR	ON	2007/10/11 11:40
S2	438	703/6.ccor.	US-PGPUB; USPAT	OR	ON	2007/10/11 11:42
S3	504	700/97.ccor.	US-PGPUB; USPAT	OR	ON	2007/10/11 11:44
S4	234	700/98.ccor.	US-PGPUB; USPAT	OR	ON	2007/10/11 11:45
S5	34	700/176.ccor.	US-PGPUB; USPAT	OR	ON	2007/10/11 11:45
S6	43	700/184.ccor.	US-PGPUB; USPAT	OR	ON	2007/10/11 11:45
S7	13	("4789931" "5101363" "5128870" "5272642" "5317519" "5351196" "5594651" "5703782" "5710709" "5967205" "6341996" "6363298" "6459952").PN.	US-PGPUB; USPAT; USOCR	OR	ON	2007/10/11 14:47
S8	1	("6862560").URPN.	USPAT	OR	ON	2007/10/11 14:57
S9	169	regular adj volume	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 14:59
S10	8	S9 and swept	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:01
S11	1815	swept adj volume	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:02
S12	16	S11 and voxel	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:09
S13	8495	simulat\$4 and machining	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:11
S14	7371	S13 and surface	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:11
S15	293	S14 and swept	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:11
S16	19	S15 and pointer	US-PGPUB; USPAT; EPO; JPO; DERWENT ; IBM_TDB	OR	ON	2007/10/11 15:12

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#2	((pointer<and>swept volume)<and>surface) <and> (pyr >= 1913 <and> pyr <= 2000)	12

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9 documents found. Order: number of citations.

[Function Representation in Geometric Modeling.. - Pasko, Adzhiev.. \(1995\) \(Correct\) \(30 citations\)](#)
of aesthetic design, collisions simulation, NC **machining**, range data processing, and 3D texture based on the function representation 3.1 A **machine** representation and a user representation In the constructive geometry, sweeping, soft objects, **voxel**-based objects, deformable and other animated
www.aizu.com/People/Pasko/F-rep.ps.gz

[CAD-Based Simulation And Modelling For Endoscopic Surgery - Kühnapfel, Neisius.. \(1993\) \(Correct\) \(2 citations\)](#)
kinematical design parameters. The influence of **machining** errors in the range of microns has been studied topic is an interface to KISMET from volume (**voxel**) based systems as used for display of CTand
iregt1.iai.fzk.de/KISMET/ps/paper194.ps.gz

[Efficient Max-Norm Distance Computation and Reliable .. - Varadhan, Krishnan,.. \(2003\) \(Correct\)](#)
uncertainty using Markov decision processes in **machine** learning 19, 44 defining discrete objects systems 17, 48 tolerance analysis and NC **machining** 14, 40 and volume graphics 15, 47 Max-Norm Distance Computation and Reliable **Voxelization** Gokul Varadhan 1 Shankar Krishnan 2
gamma.cs.unc.edu/maxnorm/maxnorm.pdf

[Reeb Graph Based Shape Retrieval for CAD - Bespalov, Regli, Shokoufandeh \(2003\) \(Correct\)](#)
engineering of designs by generating surface and **machining** feature information from range data collected feature information from range data collected from **machined** parts. Jain et al. 13] performed some work to Generating meshes, triangularizations and **voxelizations** for CAD and solid models is a
gicl.mcs.drexel.edu/papers/PDFs/ASME-DETC2003-CIE-48194.pdf

[Three-Dimensional Shape Representation via Shock Flows - Leymarie \(2003\) \(Correct\)](#)
period he was with the Center for Intelligent **Machines** at McGill. In mid-1994 he was hired by to a number of tasks in pattern analysis and **machine** intelligence. For example, the recognition of .108 5.3.1 From **Voxels** to Chambers .
www.lems.brown.edu/~leymarie/phd/FolLeymariePhD.pdf

[Computation of Voxel Maps Containing Tool Access.. - Tangelder, Vergeest.. \(1996\) \(Correct\)](#)
Voxel Maps Containing Tool Access Directions for **Machining** Free-form Shapes J.W.H. Tangelder, J.S.M. **Voxel** Maps Containing Tool Access Directions For **Machining** Free-Form Shapes Johan W.h. Tangelder, Joris Computation of **Voxel** Maps Containing Tool Access Directions for
archive.cs.uu.nl/pub/RUU/CS/techreps/CS-1996/1996-23.pdf

[Cv - Sethia \(Correct\)](#)
methods. Pvd has been licensed to Bridgeport **Machines** and forms the core of their numerically applied. In numerically controlled (NC) **machining**, one wants to find a path for a tool of some S. Sethia and S. Manohar. Minkowski Operators for **Voxel** Based Sculpting. Computer and Graphics, 1998,
www.cs.sunysb.edu/~saurabh/resume.ps.gz

[Automatic, Accurate Surface Model Inference for Dental CAD/CAM - Tang, Medioni, Duret \(1998\) \(Correct\)](#)
the state-of-the -art in sensing, design, and **machining**, an attractive approach is to have a design in wax, which can then be milled by a **machine** in porcelain or titanium. The difficulty stems 2. Each input point is first quantized in a 3-D **voxel** array. A preprocessing step is then applied to
iris.usc.edu/~chitang/miccai98-final.pdf

[Parallel Interactive Virtual Machining on Shared Memory.. - Mahesh And \(Correct\)](#)
Parallel Interactive **Machining** on Shared Memory Multiprocessors N. Mahesh and the intermediate step of interactive virtual **machining** (IVM) IVM is a subset of interactive sculpting workstation. Our prototype IVM system uses a **voxel** based approach. It provides common **machining**
maarc.usc.edu/~hipc/hipc97/papers/037.ps

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Searching for **swept volume and voxel**.

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[Surface Reconstruction in 3D Medical Imaging - Carr \(1996\)](#) (Correct) (3 citations)

Reformatting non-parallel slice data 71 4.2.1 **Swept-volume** reconstruction 73 4.3 Direct ray-casting 78
development of practical algorithms for pixel and **voxel** data. The reconstruction of realistic, non-convex
partial voluming effect: the case where a **voxel** value represents a weighted integral over the
svr-ftp.eng.cam.ac.uk/pub/reports/carr_thesis.ps.gz

[Minkowski Operators for Voxel Based Sculpting - Sethia, Manohar \(1997\)](#) (Correct) (1 citation)
the tool with its trajectory. The sum gives the **volume swept** by the tool. Finding the union (difference) of
Minkowski Operators for **Voxel** Based Sculpting Saurabh U. Sethia S. Manohar
with arbitrary topology with uniform ease. Any **voxel**-based data structure serves this purpose. **Voxel**
www.cs.sunysb.edu/~saurabh/research/minkowski.ps.gz

[SOLID FELIX: A Static Volume 3D-Laser Display - Langhans, Guill, Rieper.. \(2003\)](#) (Correct)
two basic classes of volumetric displays are **swept volume** techniques and static volume techniques.
which are still very small but offer bright **voxels** with less laserpower than necessary in CaF 2
in terms of volumetric imaging: A volume pixel (or **voxel**) is displayed. Figure 1) A related principle of
www.felix3d.com/paper_pw_03.pdf

doi:10.1016/S0301-5629(02)00762-7 - Original Contribution Theoretical (Correct)
includes both the freehand and the mechanically-**swept volume** acquisition techniques. Freehand has received
as on the determination of the final intensity of a **voxel** when several B-scans overlap on this **voxel** (this
of a **voxel** when several B-scans overlap on this **voxel** (this latter procedure is known as compounding)
splweb.bwh.harvard.edu:8000/pages/papers/pubs/..rjosest/san-joseUMB03.pdf

[Issues In 3-D Free-Hand Medical Ultrasound Imaging - Rohling, Gee \(1996\)](#) (Correct)
with 2-D image slices Figure 2: Cone-shaped **swept volume**. The volume is produced by rotating the probe
over a large volume is the ultimate goal. A 3-D **voxel** array with 128\Theta128\Theta128 8-bit elements
corresponds to a certain volume element called a **voxel**. Other 3-D data representations could include
svr-ftp.eng.cam.ac.uk/pub/reports/rohling_tr246.ps.Z

[Automatic Calibration For 3-D Free-Hand Ultrasound - Prager, Rohling, Gee, Berman \(1997\)](#) (Correct)
technology, include the free-hand and **swept volume** techniques [17, 22]Instead of taking an
This allows the B-scans to be inserted into a 3-D **voxel** array, which can then be visualised using
their relative positions are used to fill a regular **voxel** array. Finally, this **voxel** array is visualised
svr-ftp.eng.cam.ac.uk/pub/reports/prager_tr303.ps.gz

[3-D Ultrasound Imaging: Optimal Volumetric Reconstruction - Rohling \(1996\)](#) (Correct)
plane sweeps through a volume. The size of the **swept volume** is determined by the area of the image in the
over a large volume is the ultimate goal. A 3-D **voxel** array with 128\Theta128\Theta128 8-bit elements
corresponds to a certain volume element called a **voxel**. Other 3-D data representations could include
svr-ftp.eng.cam.ac.uk/pub/reports/rohling_firstyear.ps.Z

[Parallel Interactive Virtual Machining on Shared Memory.. - Mahesh And](#) (Correct)
from/to clay. If C is the clay and S is the **swept volume** of the tool along the line segment, then
workstation. Our prototype IVM system uses a **voxel** based approach. It provides common machining
tools has shown that sculpting with 256 3 **voxel** array is possible with frame rate of around 20
maarc.usc.edu/~hipc/hipc97/papers/037.ps

[Parallel Algorithms for Real-time Colliding Face Detection - Kitamura, SMITH..](#) (Correct)
out by object motion and tests whether these **swept volumes** intersect with other **swept volumes** [8]
is a sweeping approach, which computes the **volume swept** out by object motion and tests whether these
regions [2] and methods that use octrees or **voxel** sets [9-15]However, these methods have
www.cs.yale.edu/~asmith/ATRpapers/roman95.ps.gz

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